



ADVANCED TACTICAL FIGHTERS™

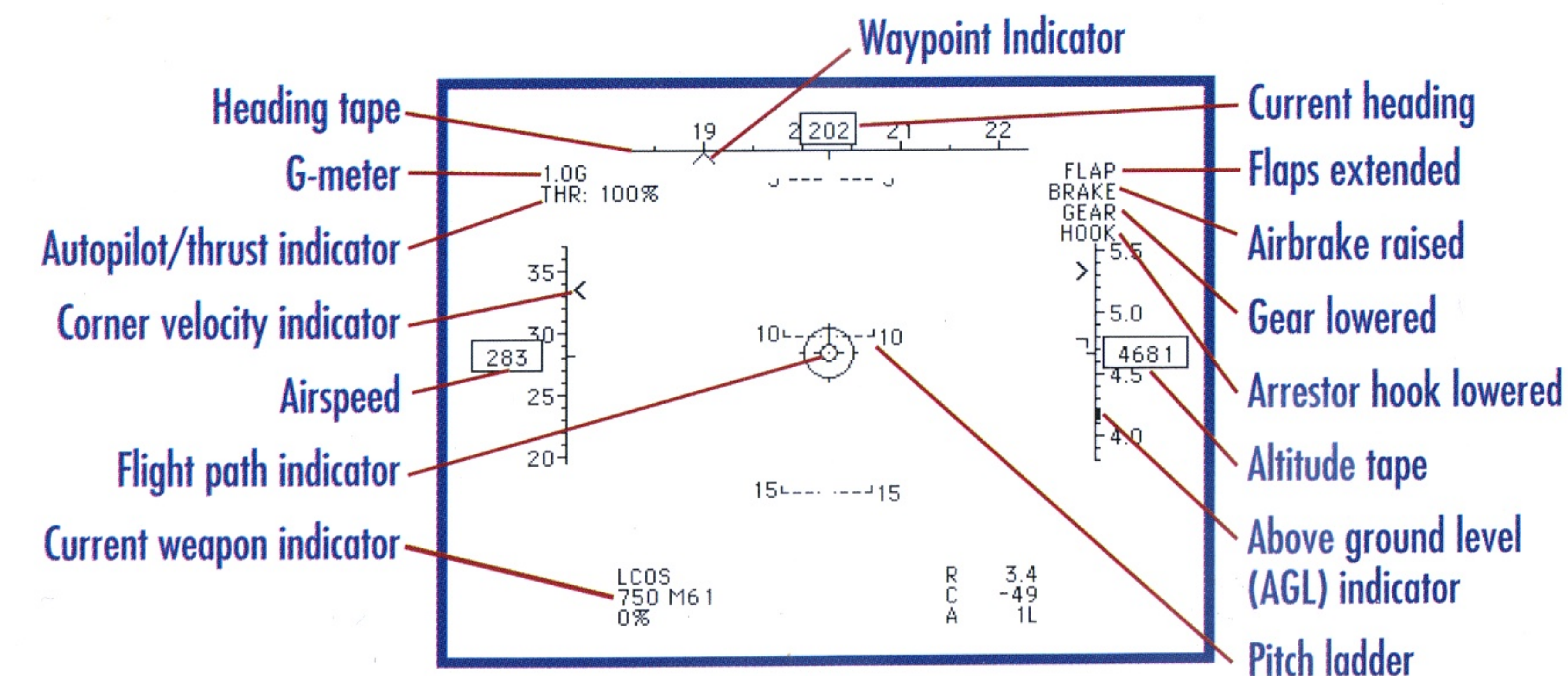
REFERENCE CARD

Note: Page numbers in parentheses indicate where to find additional details in the REFERENCE MANUAL.

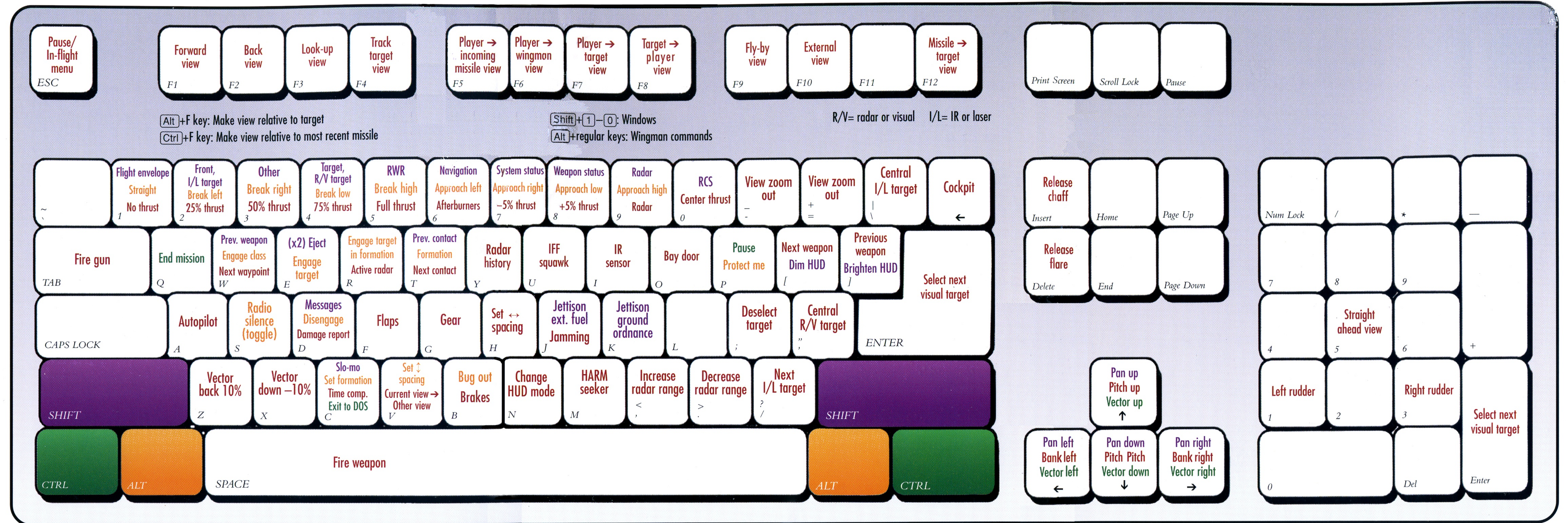
SYSTEM COMMANDS

[C]	Cycle through time compression rates (but not slow motion)	[Esc]	Pause game/display
[Shift][C]	Turn slow-motion on (Press [C] to return to normal time)	[Ctrl][Q]	Select option from menu, then option
[Ctrl][P]	Pause game	[Ctrl][C]	End mission
			Exit to DOS

HEAD-UP DISPLAY (pp. 3.1-3.12)

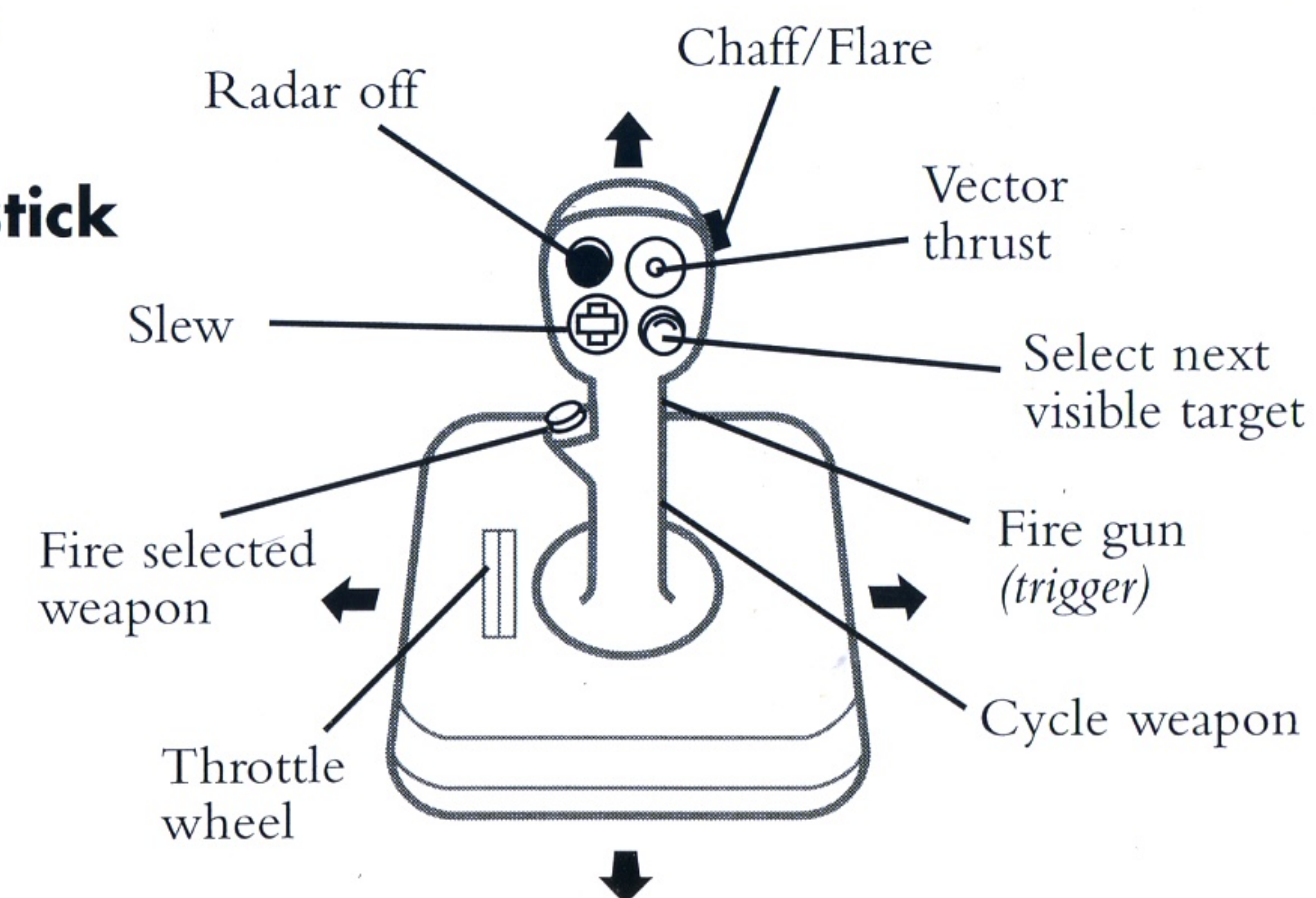


KEYBOARD COMMANDS

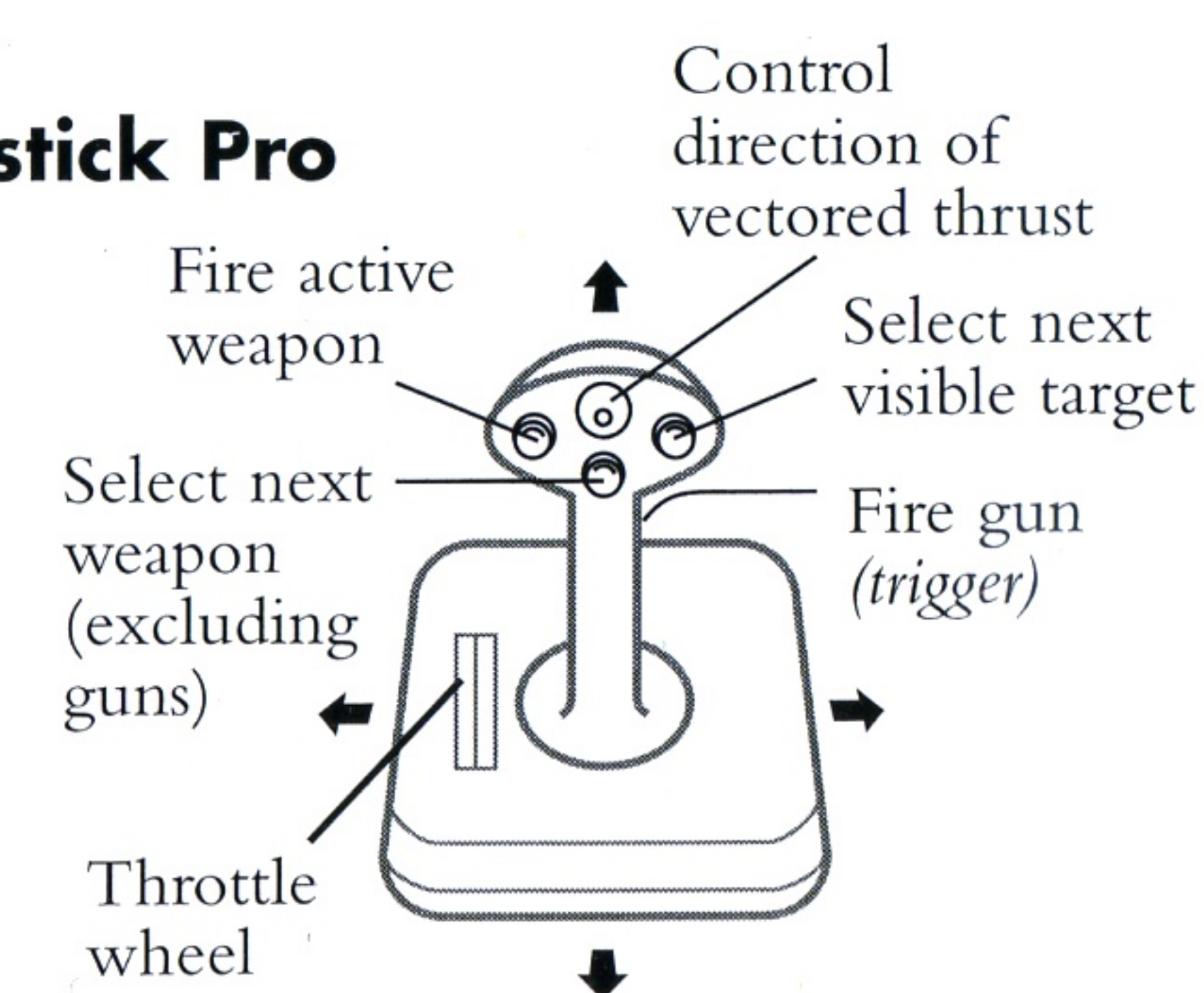


JOYSTICK COMMANDS

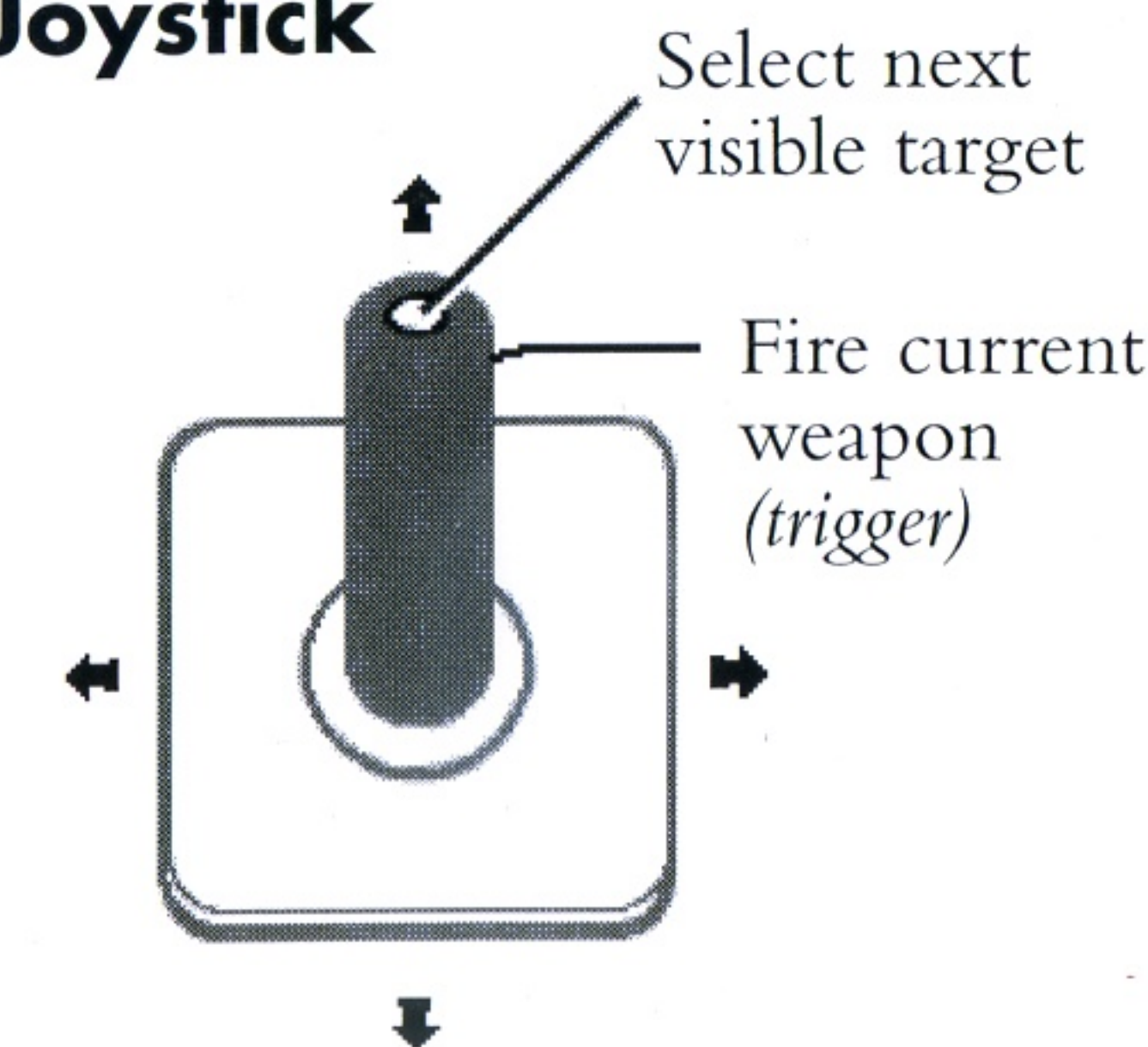
CH F-16 Combatstick



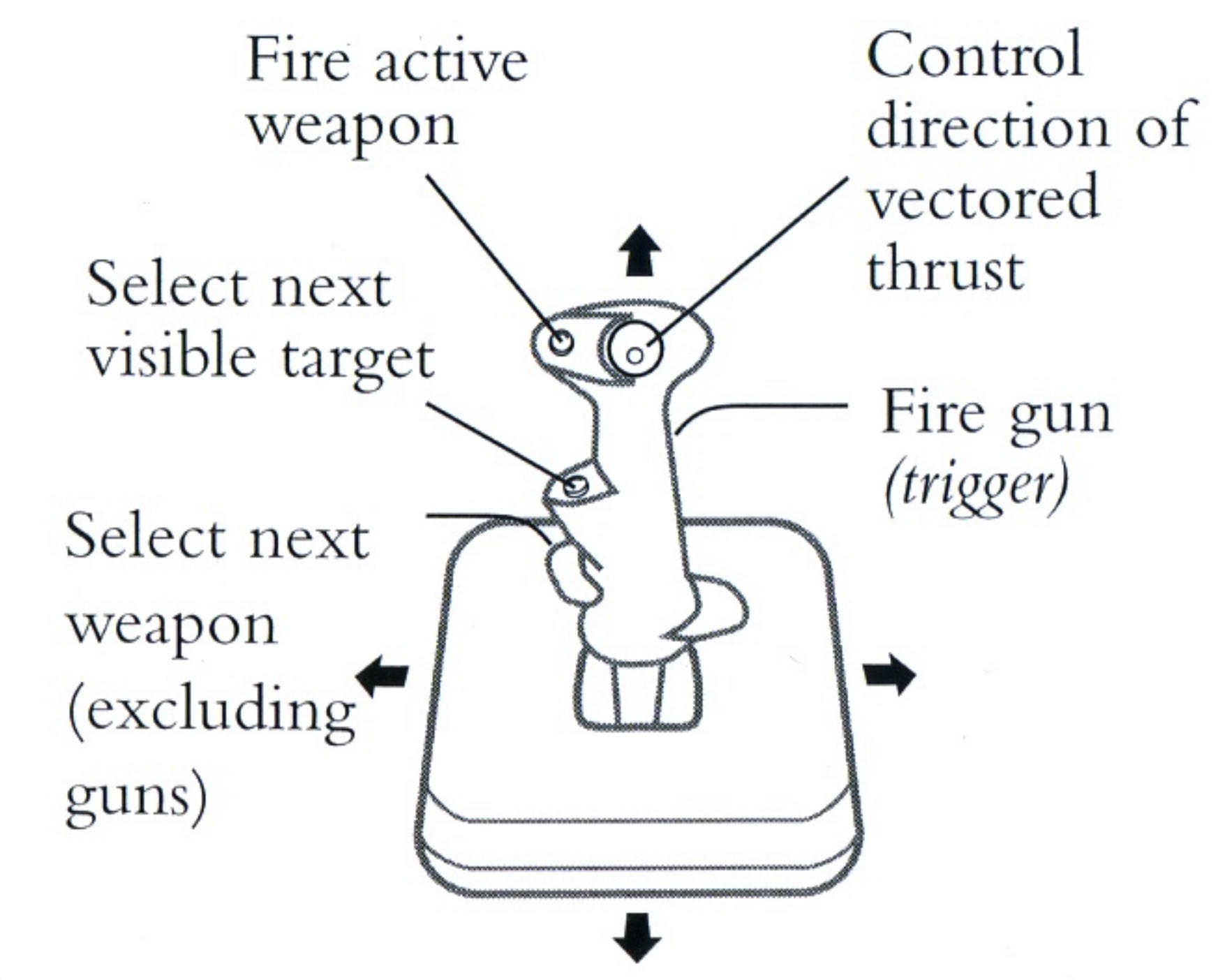
CH Flightstick Pro



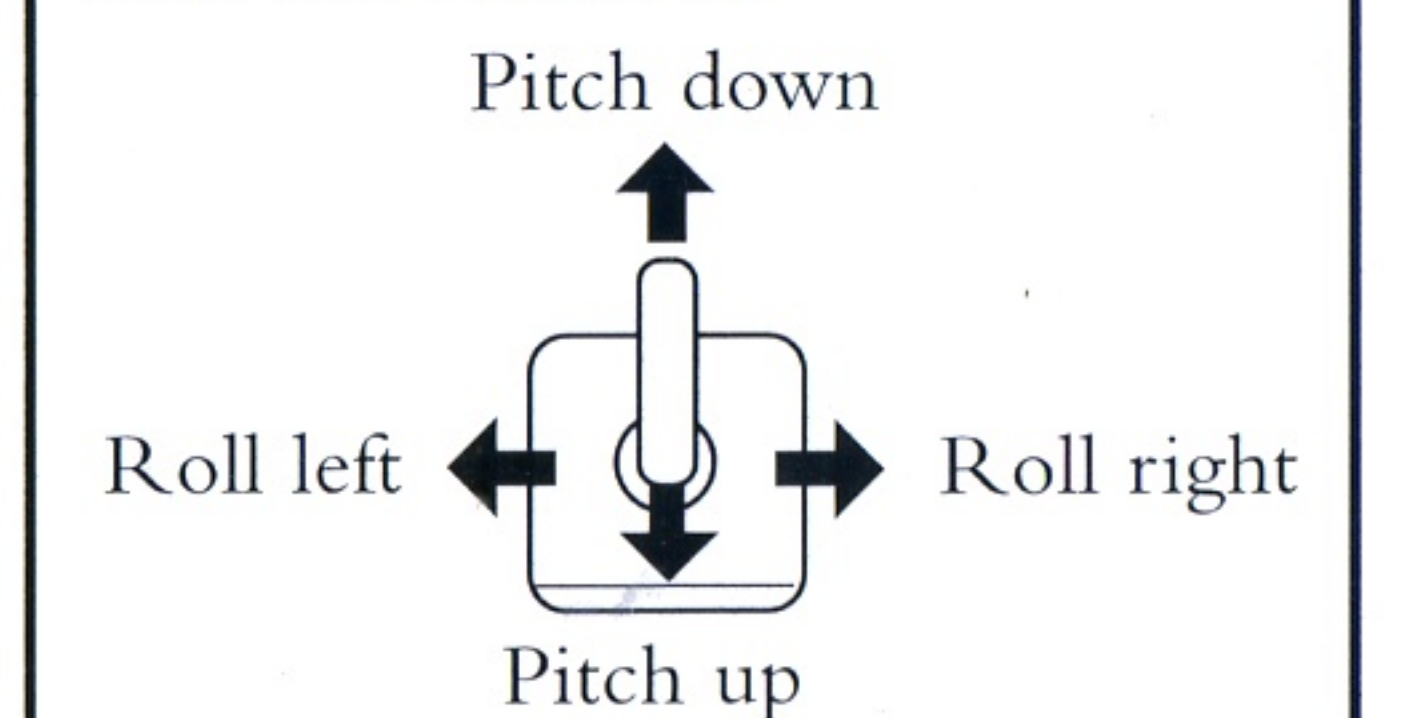
Joystick



Thrustmaster FCS



ALL JOYSTICKS



Note: See READ.ME for information on other joystick types.

COCKPIT INSTRUMENT COMMANDS

[A]	Autopilot (toggle)
[Shift][E] (press twice)	Eject
[Backspace]	Show cockpit (toggle)
[Shift] + [I], [J]	Dim/brighten HUD
[N]	Change HUD mode: weapon, nav./landing (toggle) (pp. 3.7, 3.11)
[W]	Select next waypoint
[Shift][W]	Select previous waypoint
[Shift][D]	Display last six messages
[D]	Display aircraft damage report (p. 4.56)

INSTRUMENT WINDOW COMMANDS (pp. 3.13-3.25)

These keys toggle the following display windows:

[Shift][1]	Flight Envelope Window (p. 3.16)
[Shift][2]	Front View or IR/Laser Target Window (p. 3.13)
[Shift][3]	Other View Window (p. 3.14)
[V]	Put current view into Other View Window
[Shift][4]	Target or Radar/Visual Target Window (p. 3.25)
[Shift][5]	RWR Window (p. 3.15)
[Shift][6]	NAV Window (p. 3.15)
[Shift][7]	System Status Window (p. 3.20)
[Shift][8]	Weapon Status Window (p. 3.20)
[Shift][9], [9]	Radar Window (p. 3.20)
[,]	Increase radar range
[.]	Decrease radar range
[Y]	Radar history (toggle)
[Shift][0]	Radar Cross Section Window (p. 3.19)
[Shift] + ['] ;	Bomb Window zoom in/out (p. 4.21)

AIRCRAFT CONTROL COMMANDS (pp. 2.10-2.12)

Move joystick control	Pitch/yaw of aircraft
[↑], [↓]	Pitch aircraft up/down
[←], [→]	Roll left/right
Numpad [1]	Left rudder
Numpad [3]	Right rudder
[F]	Flaps (toggle)
[B]	Brakes (toggle)
[G]	Landing gear (toggle)

Thrust (p. 2.11)

Thrust can be controlled with a throttle device.
(Full-forward position is 100% with afterburner.)

The number keys [1] - [8] also control thrust:			
[1]	0% thrust	[5]	100% thrust
[2]	25% thrust	[6]	100% thrust and afterburners (if available)
[3]	50% thrust	[7]	-5% thrust
[4]	75% thrust	[8]	+5% thrust

Short TakeOff and Vertical Landing (pp. 2.12, 2.20)

[Z]	Vector thrust back 10°
[Shift][Z]	Vector thrust fully back
[X]	Vector thrust down -10°
[Shift][X]	Vector thrust fully down to 90° (press again for 100°) (X-32 goes to 90°, then 120°)

Thrust Vectoring (p. 2.12)

[Ctrl] + [↑], [↓]	Pitch with vectored thrust (F-22, X-31, X-32)
[Ctrl] + [↑], [↓], [←], [→]	Pitch and yaw with vectored thrust (X-31)
[0] (zero)	Auto-center vectored thrust (F-22, X-31, X-32)

VIEW COMMANDS (p. 3.26)

[F1]	Forward view
[F2]	Back view
[F3]	Look-up view (full view canopies only)
[F4]	Track target view (with target selected)
[F5]	Player → Incoming missile view
[F6]	Player → Wingman view
[F7]	Player → Target view (with target selected)
[F8]	Target → Player view (with target selected)
[F9]	Fly-by view
[F10]	External view
[F12] or [Ctrl][F7]	Missile → Target view
Right [Shift] + [←], [→], [↑], [↓]	Pan view ([Shift] not necessary with joystick)
[+], [-]	Zoom view in/out
[Alt] + a View Command	View relative to current target
[Ctrl] + a View Command	View relative to last missile launched

TARGETING COMMANDS (pp. 4.5-4.11)

Normal Targeting (p. 4.5)

Note: Visible target commands only work in Front View ([F1]).

[']	Visually target contact nearest center of screen
[Enter]	Visually target next contact
Left-click	Visually target object in view
[T], [Shift][T]	Target next/previous contact (must have radar or FLIR active, Radar Visual Window open)
[;]	Deselect current target
[Ctrl][Z]	Display heading of closest enemy aircraft
[Ctrl][X]	Display heading of closest enemy ground target
[Ctrl][A]	Display heading of closest friendly aircraft

IR/Laser Advanced Targeting Commands (p. 4.6)

Left-click on target in view	Select radar/HARM/visual target
Right-click on target in view	Select IR/laser target
[T], [Shift][T]	Select next/previous radar/HARM/visual target (must have radar or FLIR active, Radar Visual Window open)
[Enter]	Select next visible target
[/]	Select next IR/laser target on HUD
[']	Select radar/visual target closest to center of view
[\\]	Select IR/laser target closest to center of view
[;]	Deselect current radar/HARM/visual target

Sensor Commands (pp. 4.9-4.11)

[R]	Switch to active radar (turns off IR or HARM)
[,], [.]	Increase/decrease radar range
[Y]	Radar history (toggle)
[I]	Switch to IR Sensor (turns off radar or HARM)
[M]	Switch to HARM seeker (turns off IR or radar)
[U]	Send IFF Squawk to target
[J]	Jamming (toggle)

WEAPONS COMMANDS (pp. 4.17-4.21)

For instructions on using weapon guidance systems, see pp. 4.14-4.16 in the REFERENCE MANUAL.

[J], [I]	Select next, previous weapon
[Spacebar]	Fire selected weapon
[Tab]	Fire internal gun
(letter) [O]	Weapons bay doors (toggle) (F-22, F-117, B-2, X-32)
[Shift][J]	Jettison external fuel tanks
[Shift][K]	Jettison air-to-ground ordnance
[Insert]	Release chaff cartridge
[Delete]	Release flare

WINGMEN COMMANDS (pp. 4.54-4.55)

[Alt][1]	Fly straight for 10 seconds
[Alt][2]	Break left 180°
[Alt][3]	Break right 180°
[Alt][4]	Break low 70°
[Alt][5]	Break high 70°
[Alt][6]	Approach current target from left
[Alt][7]	Approach current target from right
[Alt][8]	Approach current target low
[Alt][9]	Approach current target high
[Alt][E]	Engage targeted object
[Alt][R]	Engage targeted object, remain in formation
[Alt][W]	Engage all objects of same class
[Alt][P]	Protect me
[Alt][D]	Disengage
[Alt][B]	Bug out (go home)
[Alt][S]	Radio silence (toggle)
[Alt][T]	Cycle through wing formations
[Alt][H]	Set horizontal spacing
[Alt][V]	Set vertical spacing
[Alt][C]	Set formation control

